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contexts on iOS support the EXT_separate_shader_object extension. You can use the functions provided by this extension to compile vertex and fragment shaders separately, and to mix and match precompiled shader stages at render time using program pipeline objects.

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Author: oljwk.infiniteimagnations.co-2

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OpenGL ES technology underlies the

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Guide, three leading authorities on the Open GL ES 2.0 interface?including the specification's editor?provide start-to-finish guidance for maximizing the interface's value in a wide range of high-performance applications. The authors cover the entire API, including Khronos-ratified extensions.

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